Chapter 146: Weapons of the Shadowkin

Sung Jin-Woo, ever mindful of Earth’s growth and balance, decided to grant its hunters access to powerful tools of combat. By utilizing the System, he created a marketplace where hunters could purchase weapons forged by the skilled artisans of the Shadowkin races: High Dwarves, High Elves, and High Humans.

The Shadowkin Smiths

The Shadowkin races were known for their exceptional craftsmanship:

1. High Dwarves:

Masters of metallurgy and forging, their weapons were durable, powerful, and intricately designed.

They specialized in melee weapons such as hammers, axes, swords, and shields.

2. High Elves:

Artisans of elegance, their weapons were lightweight, precise, and imbued with natural magic.

They excelled in crafting bows, arrows, staves, and daggers.

3. High Humans:

Versatile and innovative, they combined practicality with artistry.

Their expertise lay in creating diverse weaponry, including spears, lances, and crossbows.

Weapon Tiers Available in the System Shop

The hunters could now purchase weapons categorized by rank:

1. Rare-Rank Weapons:

Enhanced durability and effectiveness compared to standard weapons.

Examples: Steel Longswords, Enchanted Wooden Bows, Reinforced Spears.

2. Epic-Rank Weapons:

Superior craftsmanship with additional magical properties.

Examples: Flaming Axes, Frost Daggers, Thunder Spears.

3. Legendary-Rank Weapons:

Rare and powerful, capable of turning the tide of battles.

Examples: Phoenix Blades, Moonlit Bows, Earthshaker Hammers.

4. Mythical-Rank Weapons:

The pinnacle of Shadowkin craftsmanship, imbued with immense magical power.

Examples: Starlight Swords, Nature’s Wrath Staves, Inferno Scythes.

No Divine-Rank Weapons

Sung Jin-Woo made a deliberate choice to exclude Divine-Rank Weapons from the System Shop:

1. Avoiding Imbalance:

The power of Divine-Rank weapons far exceeded the capacity of Earth’s hunters.

Introducing them could create chaos and disrupt the balance of power on Earth.

2. Reserved for the Divine Triad:

Divine-Rank weapons were meant for the Divine Triad and their armies, as they held a power that could shape or destroy entire realms.

3. Encouraging Growth:

By limiting access to Mythical-Rank weapons, Sung Jin-Woo encouraged hunters to strive for improvement without becoming overly reliant on overwhelming tools.

System Shop Integration

1. Pricing Structure:

Weapons were priced based on their rank and attributes, requiring hunters to invest their hard-earned resources wisely.

2. Customization Options:

Hunters could request minor modifications or enchantments tailored to their fighting styles.

3. Instant Delivery:

Purchased weapons appeared directly in the hunters' inventories, ensuring seamless transitions during battles.

Impact on Earth's Hunters

1. Enhanced Combat Potential:

Access to Rare to Mythical-Rank weapons elevated the hunters' combat capabilities, allowing them to face stronger threats.

2. A Renewed Sense of Purpose:

The opportunity to wield weapons of such high quality motivated hunters to climb the ranks and prove their worth.

3. A Growing Connection:

Hunters began to feel a deeper bond with the shadowy benefactor who provided them with these tools, solidifying their trust in Sung Jin-Woo.

The Shadow King's Wisdom

By equipping Earth's hunters with the means to grow and thrive, Sung Jin-Woo once again demonstrated his foresight and wisdom. He balanced generosity with caution, ensuring that Earth would evolve at its own pace, supported but not overwhelmed by the power of the multiverse.

And so, with weapons forged in the depths of the Shadowverse, Earth’s hunters took their next steps toward greatness, their paths illuminated by the shadow of their god.